PlayStation
NTSC U/C
PlayStation.
RESIDENT EVIL 3
NEMESIS™
MATURE
M
CONTENT RATED BY ESRB
SLUS-00923
CAPCOM

PlayStation®

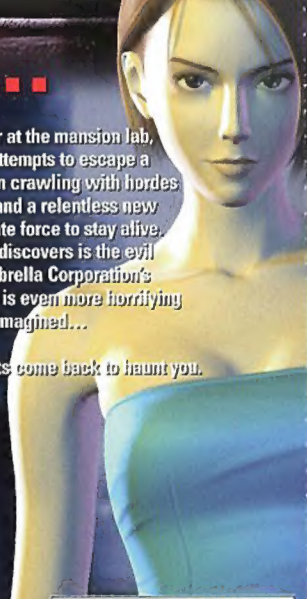
RESIDENT EVIL™ 3 NEMESIS

SLUS-00923

IT'S IN YOUR BLOOD...

Just days after surviving the grisly disaster at the mansion lab, Jill Valentine resigns from S.T.A.R.S. and attempts to escape a nightmarish city in ruins. Trapped in a town crawling with hordes of flesh eating zombies, hideous mutants, and a relentless new nemesis, she must rely on cunning and brute force to stay alive. What she soon discovers is the evil created by Umbrella Corporation's bio-tech terror is even more horrifying than she ever imagined...

...Some secrets come back to haunt you.



SEE INSIDE OR VISIT WWW.CAPCOM.COM FOR COMPLETE DETAILS

CAPCOM EDGE

1 Player

MEMORY CARD 1 Block

Analog Control Compatible

Vibration Function Compatible

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MATURE

ANIMATED BLOOD & GORE
ANIMATED VIOLENCE

For more information on this product's rating, call 1-800-771-3772 or visit the ESRB web site http://www.esrb.org.

NTSC U/C

RESIDENT EVIL™ 3 NEMESIS

SLUS-00923

RESIDENT EVIL 3 NEMESIS

CAPCOM

CAPCOM HINT LINE

900-976-3343

Cost of Call: Automated $0.85/minute; Live Operator $1.35/minute; Fax Option $2.00/fax. Must be 18 years or have Parent's Permission/Touch-Tone Phone Required

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PlayStation

NTSC U/C

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A Special Message from CAPCOM ENTERTAINMENT

Thank you for selecting RESIDENT EVIL™ 3 NEMESIS for your PlayStation® game console. We at CAPCOM ENTERTAINMENT are proud to bring you this chilling new addition to your video game library.

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1-900-976-EDGE (1-900-976-3343)

$.99 per minute for 24-hr. pre-recorded information. $1.35 per minute for live Game Counselor assistance. From Canada: 1-900-677-2272 ($1.35 per minute).
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TRAPPED!

It all began as an ordinary day in September. An ordinary day in Raccoon City, a city controlled by Umbrella Corporation.

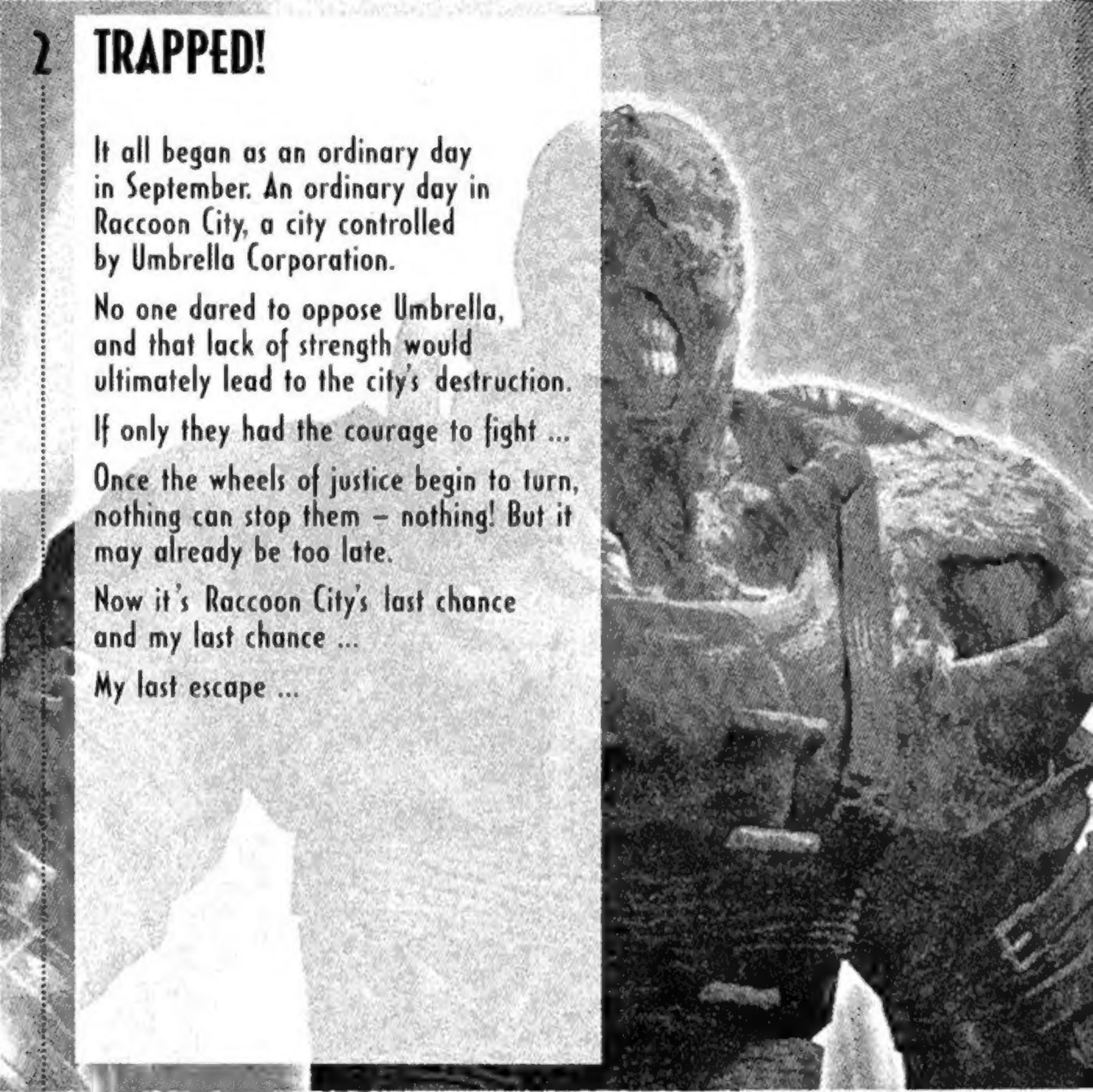
No one dared to oppose Umbrella, and that lack of strength would ultimately lead to the city's destruction.

If only they had the courage to fight ...

Once the wheels of justice begin to turn, nothing can stop them – nothing! But it may already be too late.

Now it's Raccoon City's last chance and my last chance ...

My last escape ...



NEW FEATURES

PLAYER ACTIONS (see pages 12-13)

- Draw weapon – press R1 or R2.
- Dodge – press R1 or R2 the moment the enemy attacks you. (You cannot dodge when you are severely injured.)
- Quick 180° turn – press the Directional button/Left Stick ↓ + the ■ button.
- Climb/descend stairs - Press the Directional button/Left Stick ↑/↓ near the stairs.

MIXING AMMO (see page 18)

Create bullets for the Handgun, Shotgun, Magnum and Grenade Launcher by mixing items.

MAP (see page 19)

Zoom and unzoom outdoor maps by pressing the × button. Change maps by pressing the Select button.

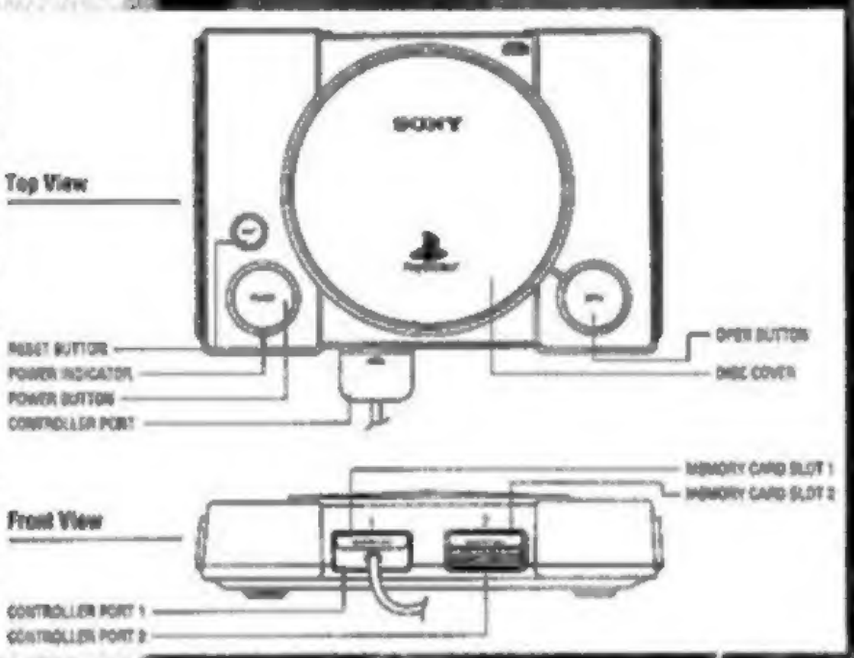
LIVE SELECTION (see page 21)

When your character faces a perilous situation, a special event called Live Selection happens. Your choice affects how your character deals with the danger.

4 SETTING UP

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the **RESIDENT EVIL™ 3 NEMESIS** disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Note: Watch the game demos before starting play for game hints.



MEMORY CARDS

To save game settings and results, and continue play on previously saved games, insert a Memory Card into Memory Card Slot 1 of the PlayStation game console BEFORE starting play. (If you don't have a Memory Card, the game will allow you to play without saving game settings and results.)

CONTROLS

L2 Button
- Access Map screen

L1 Button
- Change targets (while drawing a weapon)

R2 Button
- Draw weapon (toward all targetable objects)
- Dodge (when enemy attacks)
- Locate Attack Objects

R1 Button
- Draw weapon (toward enemies only)
- Dodge (when enemy attacks)

Directional Button (digital mode)
- Move cursor
- Move character
- Aim weapon (when drawn) ↑/↓

▲ – Cancel previous action
● – Access Status screen
■ – Run (hold + press Directional button/ Left Stick ↑)
– Quick 180° turn (hold + press Directional button/ Left Stick ↓)
✕ – Action/Attack/Open doors
– Zoom or unzoom outdoor maps

Left Stick (analog mode)
- Move cursor
- Move character

Note: To use the analog stick, make sure the analog LED is ON (red)

Start Button
- Start game
- Pause game

Analog Mode Switch
- Toggle analog (red) or digital (dim) mode

Select Button
- Skip cut scene movie
- Display Map menu (in Map screen)/Choose map
- Access in-game Option screen

You may have a controller that looks like this. If so, please use digital mode.

Note: These are the default button controls. Change them from the Game Config menu (see page 11). You can also turn the vibration function on/off in Game Config mode (DUAL SHOCK™ analog controller only).

PROLOGUE

A month and a half have passed since the incident ...

September has come to Raccoon City, a small industrial city in the American Midwest. People are starting to forget the chaos at the mansion as their everyday lives return to normal.

The bizarre incident that occurred in the Arclay Mountains, the destruction of the special taskforce S.T.A.R.S., Umbrella corporation's secret biological weapons laboratory hidden in an old mansion, the power of T-Virus that turns humans and animals into horrible monsters ... how could it all happen here?

People could not believe the survivors' reports. Stories of their incredible experiences and of strange biological weapons and zombies were beyond the townsfolks' imagination. The surviving S.T.A.R.S. team members headed to Europe even before the town heard the full details of what had happened.

They hoped it was all over. But then it happened again. Suddenly, a series of inexplicable murders occurred and a strange disease began invading neighborhoods.

T-Virus was flowing into the city ...

The invisible plague snuck up silently and turned the unsuspecting citizens into monsters.

People cursed their foolishness. But the nightmare had already begun ...

The future was out of their control.

Raccoon City was on the brink of collapse ...

CHARACTERS

JILL VALENTINE

Age/23 Blood type/B

Height/5ft 4in Weight/108lb

Jill is a member of S.T.A.R.S., a special taskforce in the Raccoon City Police Department. She is a specialist in disarming explosive traps. With her experience training in the U.S. Delta Force, she is one of the survivors of the original incident that occurred in the Arclay Mountains. Cheerful and independent, Jill has a strong sense of justice. Though she has a healthy emotional side, she is a talented woman with strong will and excellent judgment.

S.T.A.R.S.

Special Tactics and Rescue Service

S.T.A.R.S. was founded under the jurisdiction of the Raccoon City Police Department to deal with increasing terrorism and crime.

CARLOS OLIVEIRA

Age/21 Blood type/O

Height/5ft 9in Weight/183lb

Carlos is from South America. His exact nationality is unknown but he carries Indian blood. He is a U.B.C.S. soldier, in charge of heavy firearms, security and mission back-up. He is also responsible for weapons maintenance. At first sight he may appear inexperienced and immature. He is actually warm-hearted, with a strong sense of right and wrong.

U.B.C.S.

Umbrella Biohazard Countermeasure Service

Formed separately from Umbrella's special taskforce, U.B.C.S. is a rescue force comprised mainly of war criminals and exiled soldiers. Though the team has a high mortality rate, it has been very successful in crucial rescue missions.

GETTING STARTED

NEW GAME

Select NEW GAME from the Main Menu. You can choose to play your game in HARD or EASY MODE.

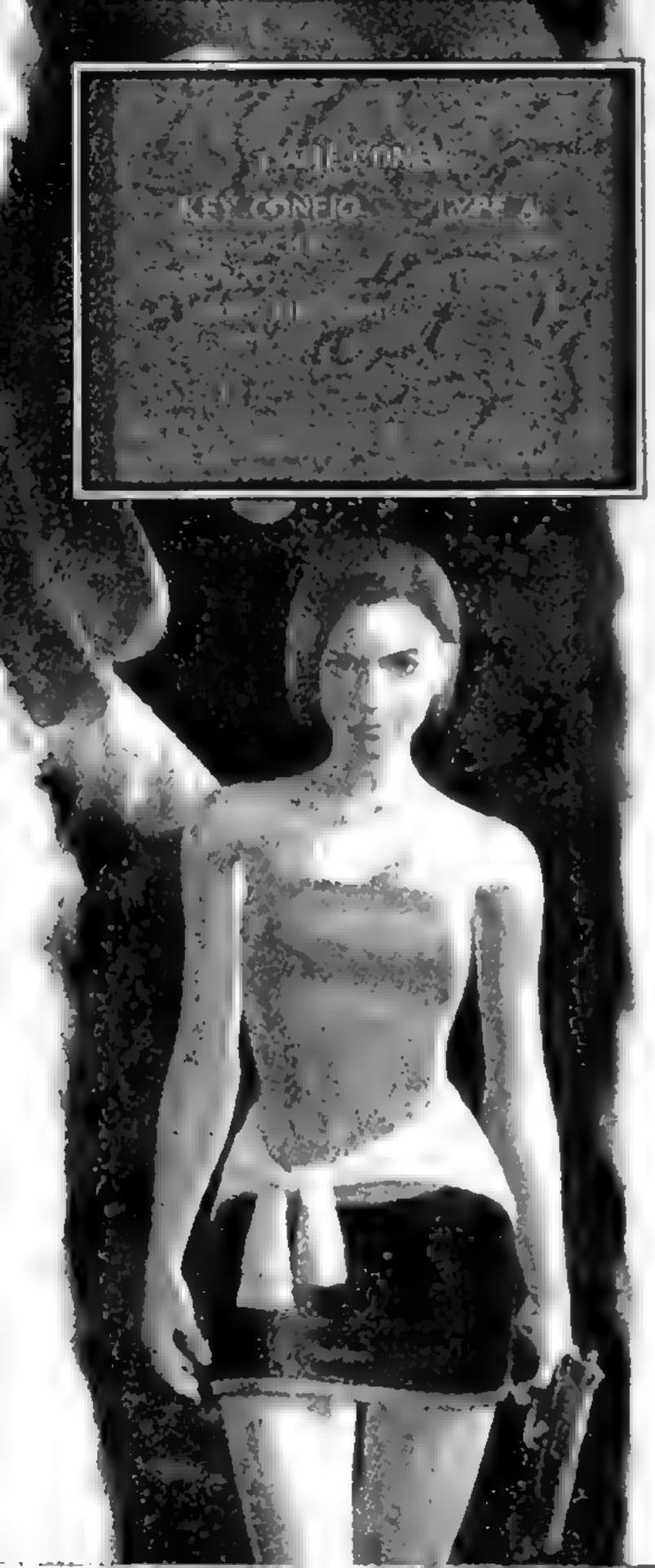
- HARD MODE – More difficult challenge.
- EASY MODE – Less challenging play.

LOAD GAME

Select LOAD GAME if you have a previously saved game on a Memory Card, and want to resume play. See page 20, Saving, for more details.

GAME OVER

Your character takes damage when attacked. As she weakens, her motions begin to show the strain. You can check your character's damage on the Status screen. When the character takes too much damage, she is defeated and the game ends. If your partner character dies, it is Game Over as well. See page 22, Partner, for more details.



GAME CONFIG

Select GAME CONFIG from the Main Menu. Press the ✕ button on selected options to access their submenus.

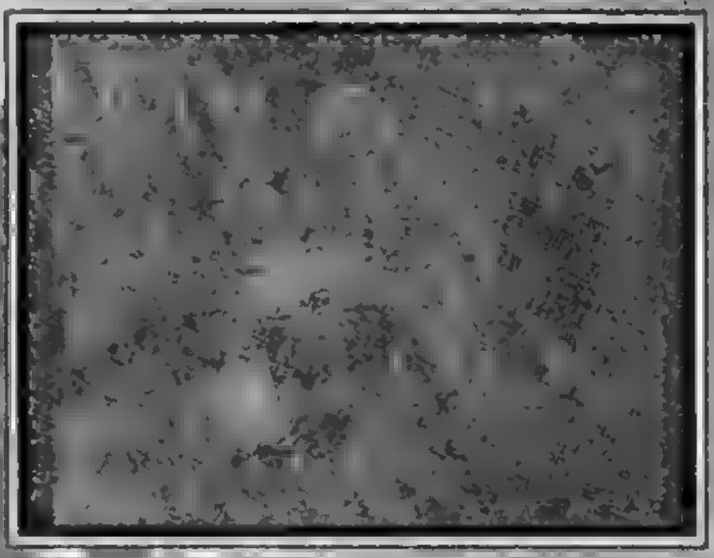
- Button Config – Choose from three control settings.
- Vibration – Turn the vibration function on or off (DUAL SHOCK™ analog controller only).
- Sound – Switch between Stereo and Monaural, and adjust the volume of background music and sound effects.
- Monitor Tuning – Adjust the brightness of your TV monitor.
- Reset – End the game and return to the Main Menu.

You can also get to the Game Config menu during play by pressing the Select button.

PLAYER ACTIONS

BASIC ACTIONS

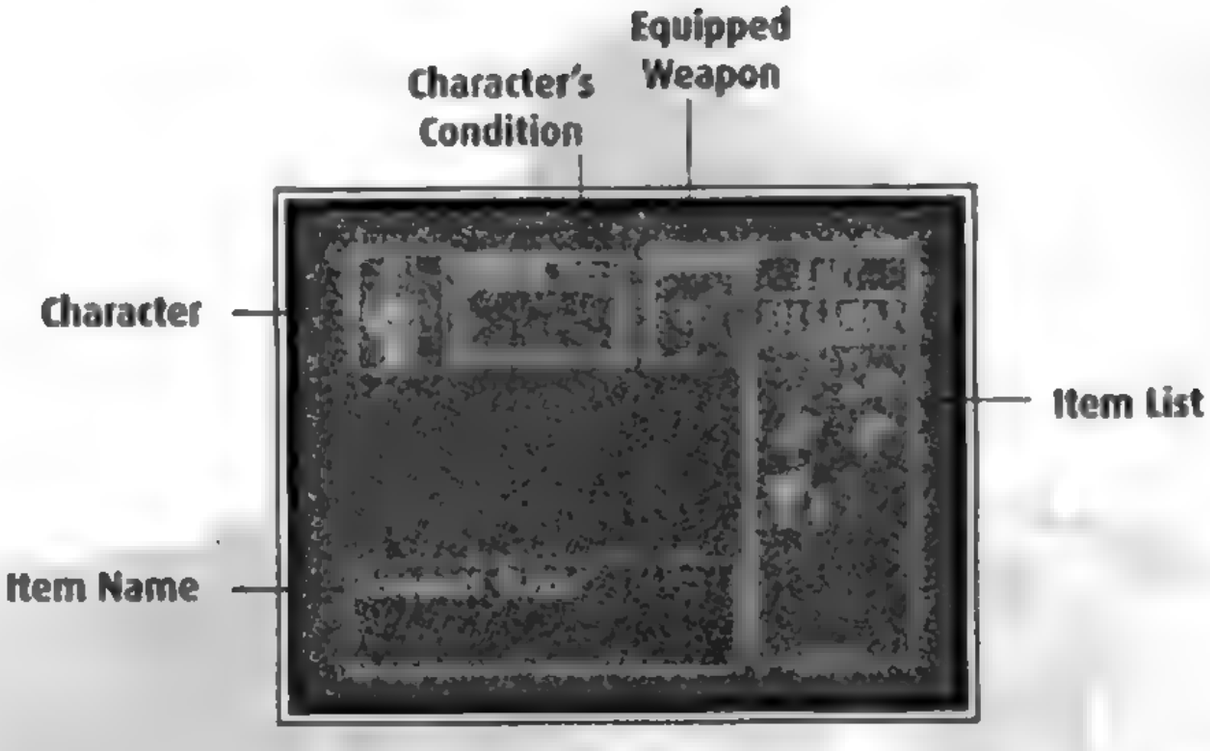
- Use Weapon – Hold the R1 or R2 button to draw your weapon, then press the ✕ button to activate it. You can aim up or down by pressing the Directional button ↑/↓.
- Push Object – Some items can be moved by pushing them. Face the item you want to move and hold the Directional button/Left Stick ↑. If the object cannot be moved, your character will not try to push it.
- Get On/Off Object – You can get on/off some objects. Face the object and press the ✕ button. If you cannot get on/off the object, your character will not try to do it.
- Climb/Descend Stairs – Press the Directional button/Left Stick ↑/↓ near the stairs.



ADVANCED ACTIONS

- Dodge – Press the R1 or R2 buttons, or press the ✕ button while holding the R1 or R2 button, the moment your character gets attacked. Your character cannot dodge when severely injured. In EASY MODE, the dodge action is activated more easily.
- Escape – When an enemy grabs your character or your character is falling down, you can escape more quickly by rapidly pressing the Directional button and other buttons.
- Quick 180° Turn – Press the Directional button/Left Stick ↓ + the ■ button.
- Attack Objects – In some rooms, certain objects can be used to attack enemies by shooting at the objects. A drum is one example. Press the R2 button to locate Attack Objects in the scene.

14 STATUS SCREEN



Press the ● button during game play to display the Status screen. This screen shows your character's condition and items she is carrying. Use the Directional button/Left Stick to highlight an item or function, then press the ✕ button to activate the options. To exit the Status screen, press the ▲ button or highlight EXIT and press the ✕ button.

Continue reading for information on using the Item Commands (USE, COMBN, CHECK, AUTO) and the Game Commands (FILE, MAP, EXIT).

ITEMS

USE ITEM

After highlighting the item you want to use, press the ✕ button. You then have three options in the command window. Select USE to use the item. Some items take effect only when you use them in certain places.

EQUIP WEAPON

To equip a weapon, highlight the weapon, press the ✕ button, then choose EQUIP. You must equip a weapon before you can use it. You can equip only one weapon at a time.

CHECK ITEM

Use this option to examine an item or weapon you have acquired. Highlight the item, then select CHECK to see further information about it. Try to check every item so you can find helpful information.

AUTO

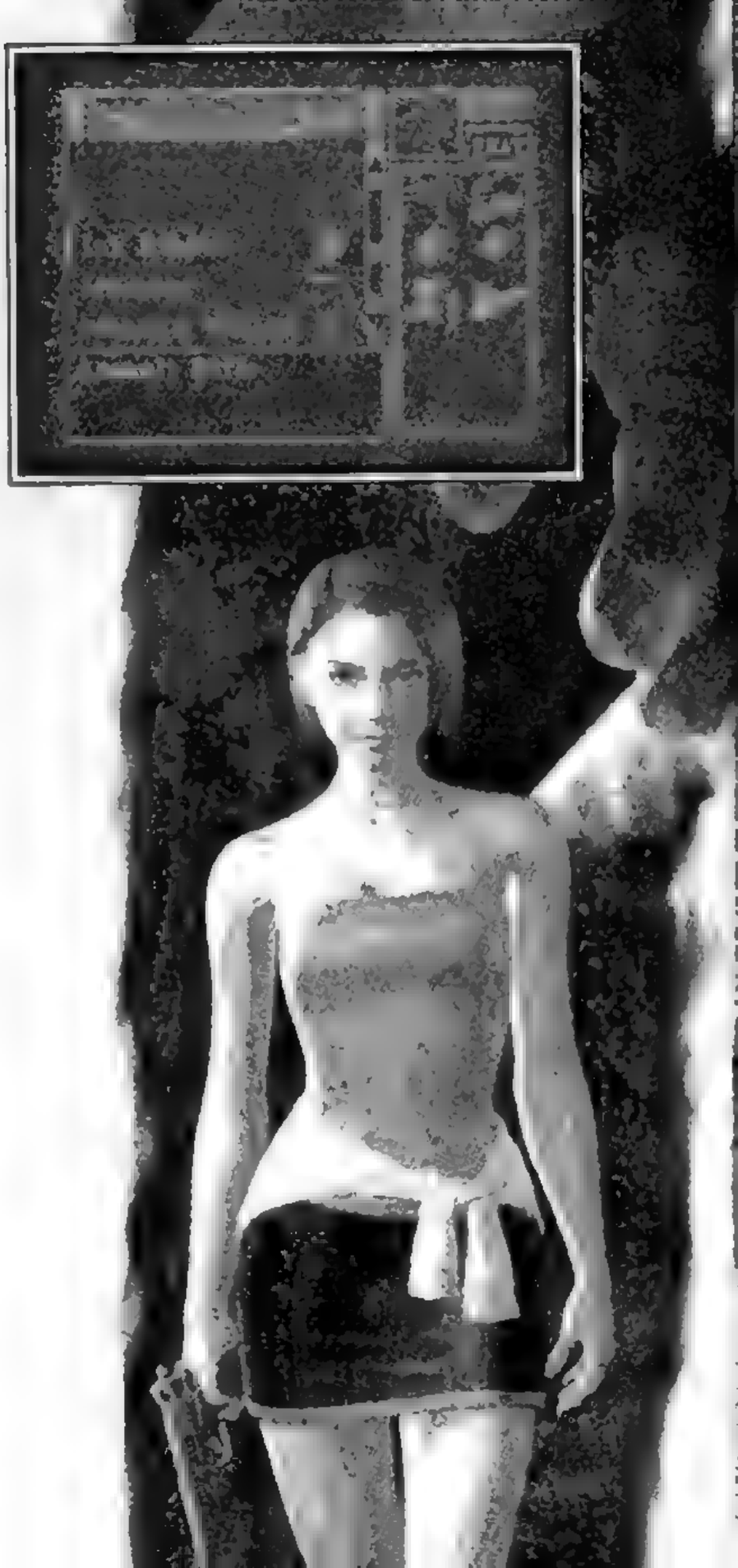
Switch between AUTO and MANUAL control of your weapon.

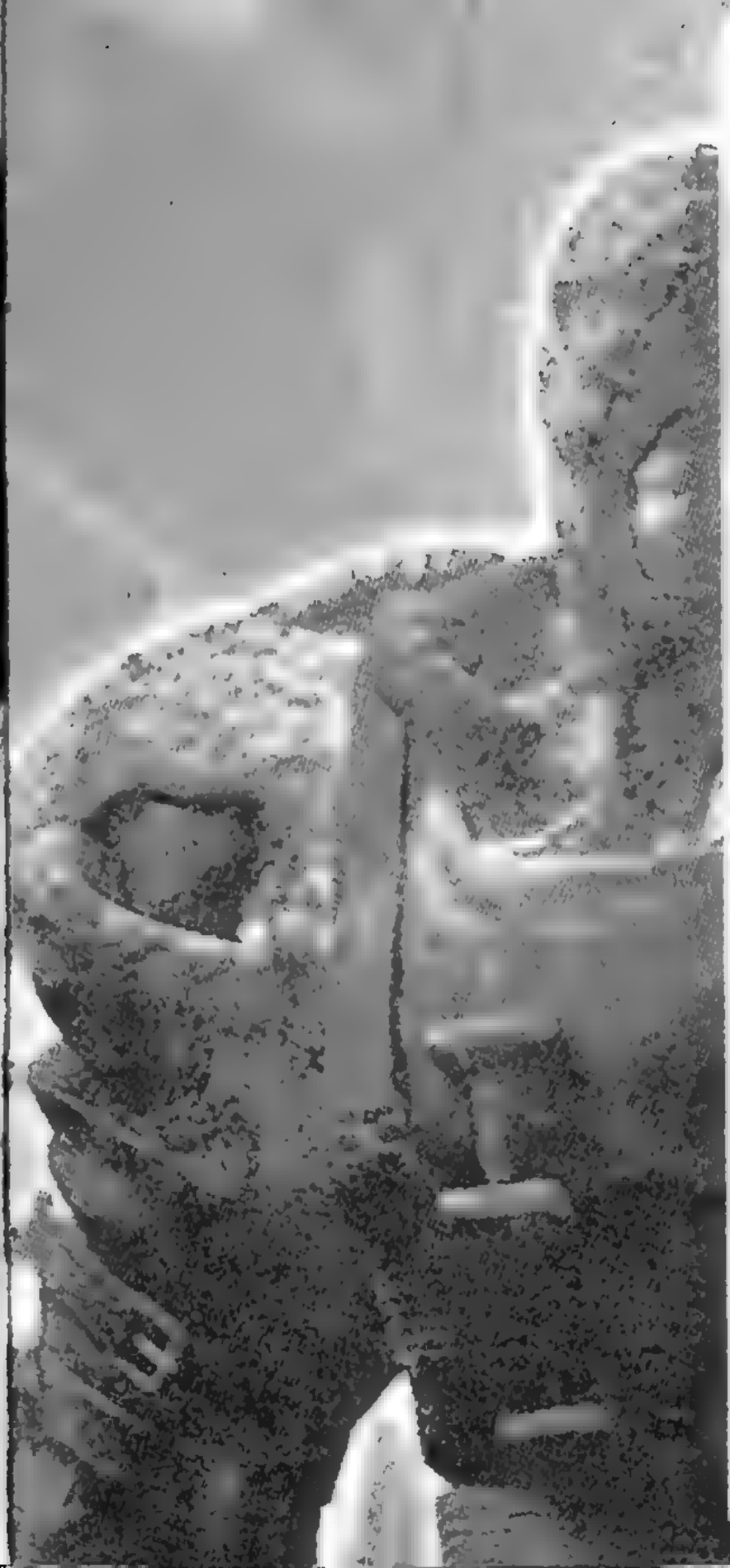
http://www.psxmanuals.com

16 ITEM BOX

You will notice that your character can only carry a limited number of items at a time. In order to carry the items you need at a certain time, you can store other items in an item box. Those are located in various places throughout the game. Stand in front of the item box and press the ✕ button. The Item Select screen will appear.

- You can exchange items, store items or take items out of the box. Highlight an item, then press the ✕ button.
- You can store up to 64 items in an item box.
- You cannot lose items, except for ammo.





COMBINE ITEMS

Some items, particularly weapons, have a different effect when combined with other items. When reloading a gun, select the appropriate ammunition, then select COMBN from the command window. Use the Directional button/ Left Stick to move the cursor onto the gun you're reloading and press the ✕ button. Try combining other items to discover new effects.

Examples of Combining

- Handgun + Handgun Bullets – You can load ammo.
- Green Herb + Red Herb – You can mix herbs. Green Herb + Red Herb has the effect of completely restoring your character's vitality. Herbs have various effects, depending on the combination.

MIXING AMMO

You can create ammo for the Handgun, Shotgun, Magnum and Grenade Launcher by mixing Gun Powder + Reload Tool.

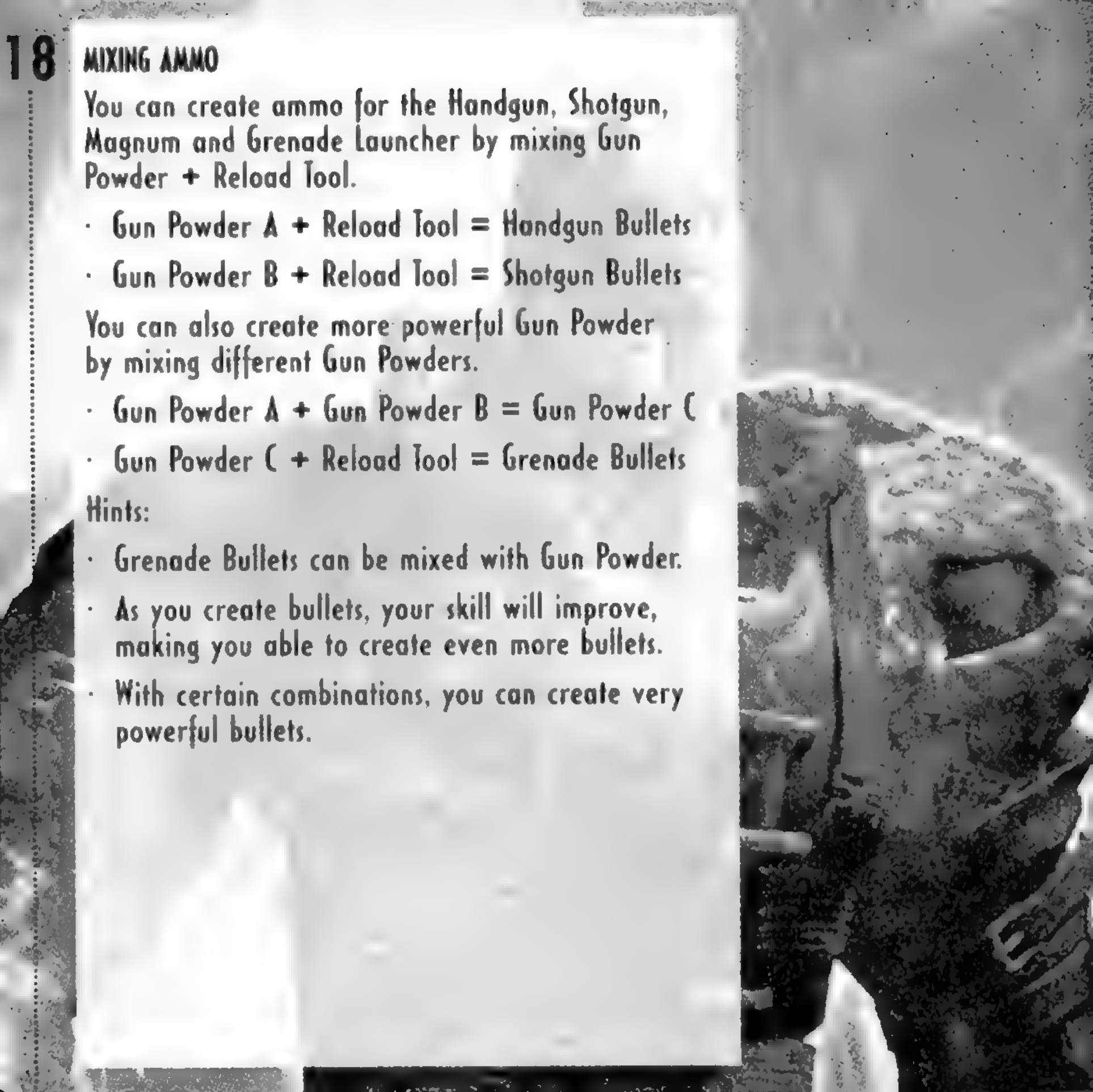
- Gun Powder A + Reload Tool = Handgun Bullets
- Gun Powder B + Reload Tool = Shotgun Bullets

You can also create more powerful Gun Powder by mixing different Gun Powders.

- Gun Powder A + Gun Powder B = Gun Powder C
- Gun Powder C + Reload Tool = Grenade Bullets

Hints:

- Grenade Bullets can be mixed with Gun Powder.
- As you create bullets, your skill will improve, making you able to create even more bullets.
- With certain combinations, you can create very powerful bullets.



MAP/FILE

You can acquire maps and files during game play, and looking at them on the Status screen.

MAP

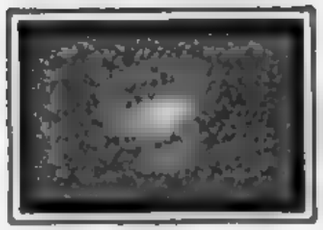
Select this option to view the rooms and areas you have visited. On outdoor maps, you can zoom and unzoom the view by pressing the ✕ button. You can also move the map with the Directional button/Left Stick. Press the Select button to choose from other maps you have acquired.

- You can also get to the Map screen by pressing the L2 button during play.

FILE

As you explore, you will discover notes, messages or other information that will automatically be filed in your character's notebook. Select FILE to view the contents of messages filed. Hints may develop from these notes.

20 SAVING



To save game data, you must place an ink ribbon into a typewriter. Ink ribbons can be found in various places throughout the game. Once you find a ribbon, stand in front of the typewriter and press the ✕ button. You will be asked if you want to save your progress. Choose YES or NO.

Note: You will need to find an ink ribbon each time you want to save, so use your ink ribbons wisely.

- To save game data, you must be using an optional Memory Card.
- Saving game data uses one free block on the Memory Card.
- Do not remove a Memory Card while saving/loading. Doing so may destroy the saved game data.

LIVE SELECTION

In-game events called Live Selection will occur when your character faces dangerous situations. When a Live Selection begins, you'll have the opportunity to make a choice. Your selection will turn the story in a new direction.

- When a Live Selection occurs, a screen appears. Make your choice promptly.
- If you don't make a choice fast enough, you may be left in a more dangerous situation!

PARTNER

CHANGE CHARACTERS

During game play, you may need a partner character's help. When you actually control a partner character, the Status screen will change accordingly. The basic controls are the same as for your main character.

MOVE WITH A PARTNER CHARACTER

During game play, you may be in a situation where your character moves together with a partner character. In this case, if the partner character dies, the game ends.

RANKING

If you complete the game, the Ranking Screen appears. Your ranking is determined by various conditions.

- Time – Shows your total play time.
- Number of Saves – Show how many times you saved during the game.
- Grade – Shows your grade.

CAN'T WIN? TRY THIS

TROUBLE DEFEATING YOUR ENEMIES?

- Learn to use your weapons efficiently. Each weapon is best suited to destroying a different type of monster or zombie. Figure out which weapon you need, then put it to use. (Be sure to equip weapons BEFORE a fight!) Hint: When a zombie dies completely, blood will spread on the floor.
- Look for Attack Objects, such as drums, to help defeat your enemies.
- Use Dodge and Quick Turn to take less damage.
- Nothing works? Then run!

CAN'T HEAL YOUR CHARACTER?

- Search the background for Herbs and First Aid Spray. Don't give up. You can't win if your character is too weak to fight.

CAN'T SOLVE PUZZLES?

- When you come to a new scene, search for files and memos that may contain clues. For more hints, call the CAPCOM EDGE HINT LINE at 1-900-976-EDGE.